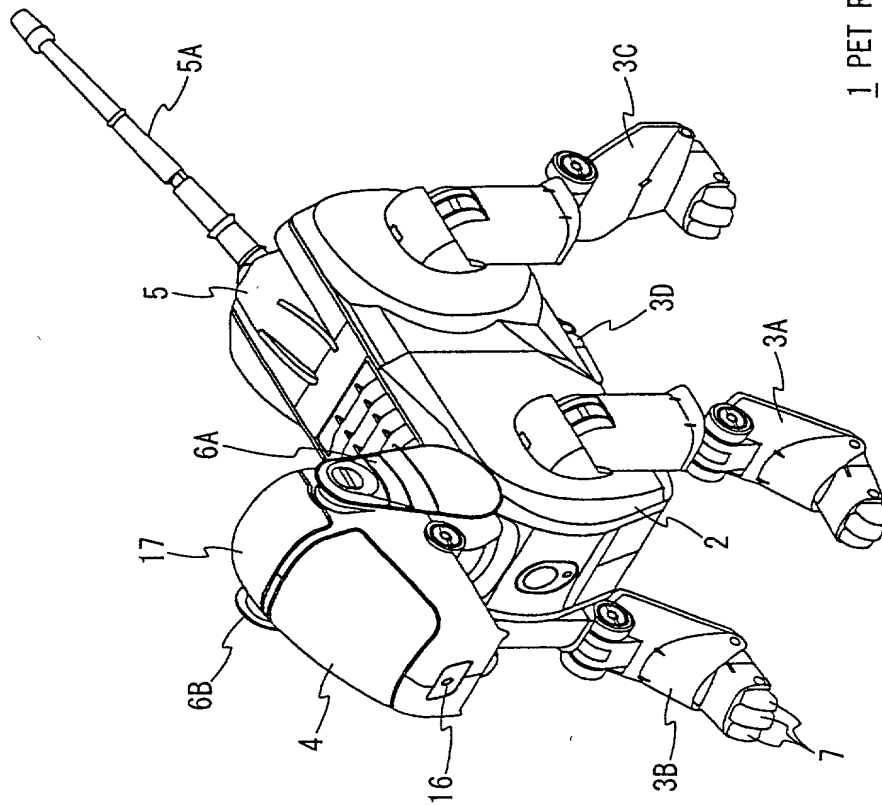


FO/2280" 2011T660



1 PET ROBOT

FIG. 1

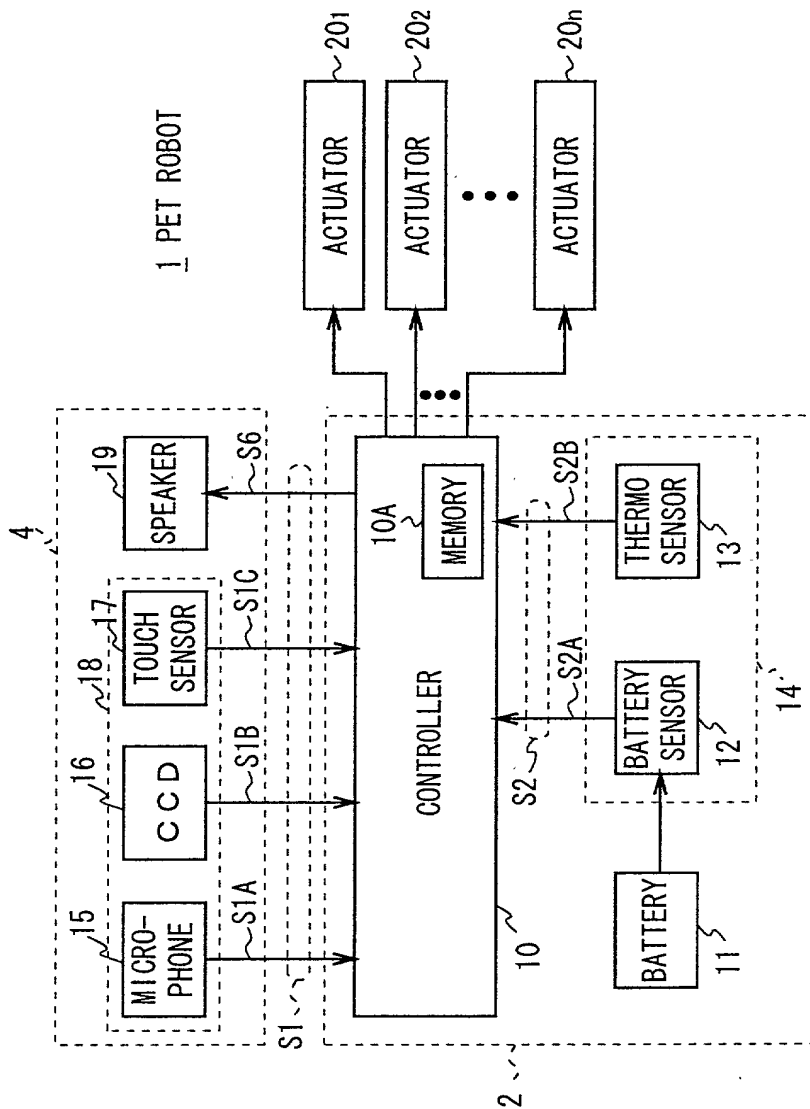


FIG. 2

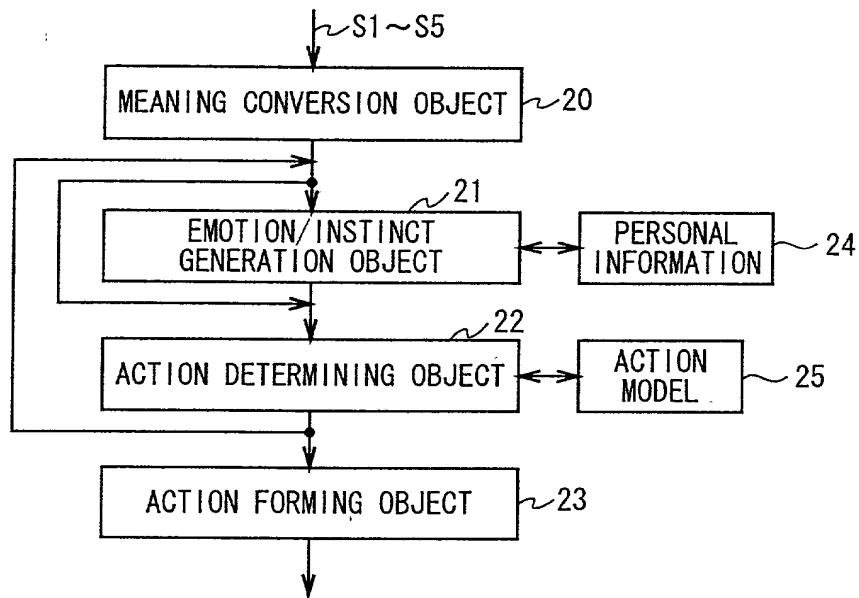


FIG. 3

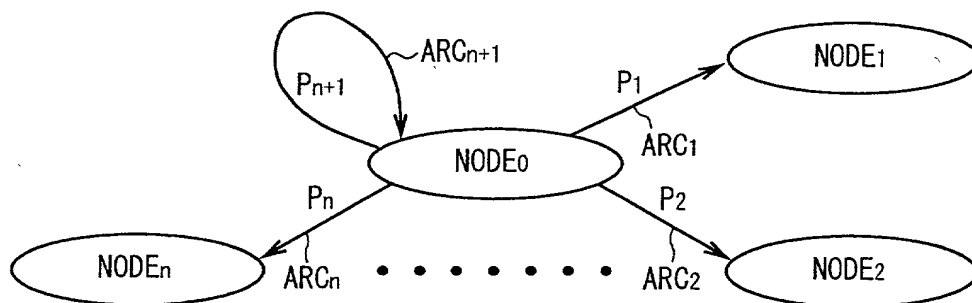
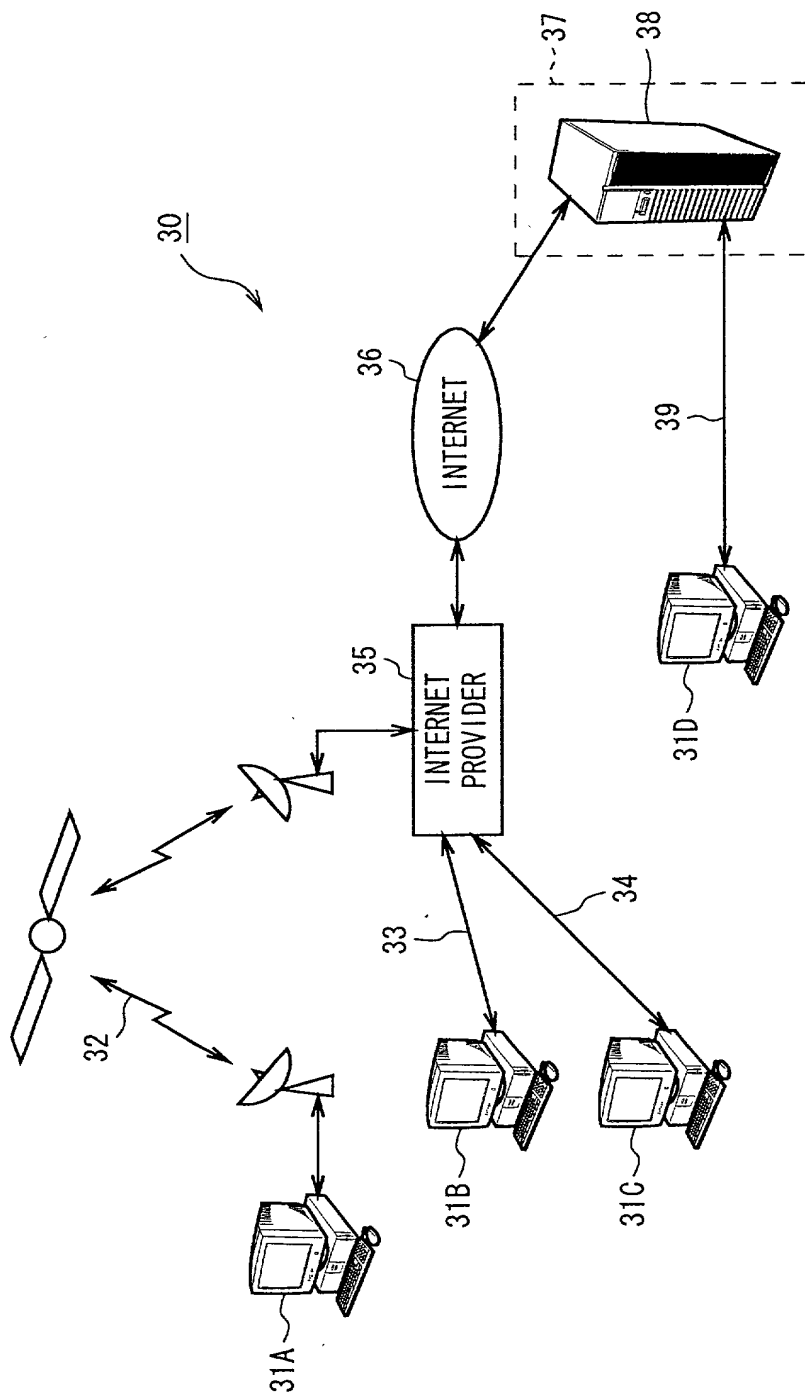


FIG. 4

node 100		node 120		node 1000		node 600	
node 100	INPUT EVENT NAME	DATA NAME	DATA RANGE	node 120	node 1000	node 600	
NODE OF TRANSITTING END				ACTION 1	MOVE BACK	ACTION 4	
OUTPUT ACTION							
1	BALL	SIZE	0. 1000	30%			
2	PAT			40%			
3	HIT			20%			
4	MOTION				50%		
5	OBSTACLE	DISTANCE	0. 100		100%		
6		JOY	50. 100				
7		SUPRISE	50. 100				
8		SUDNESS	50. 100				

FIG. 5



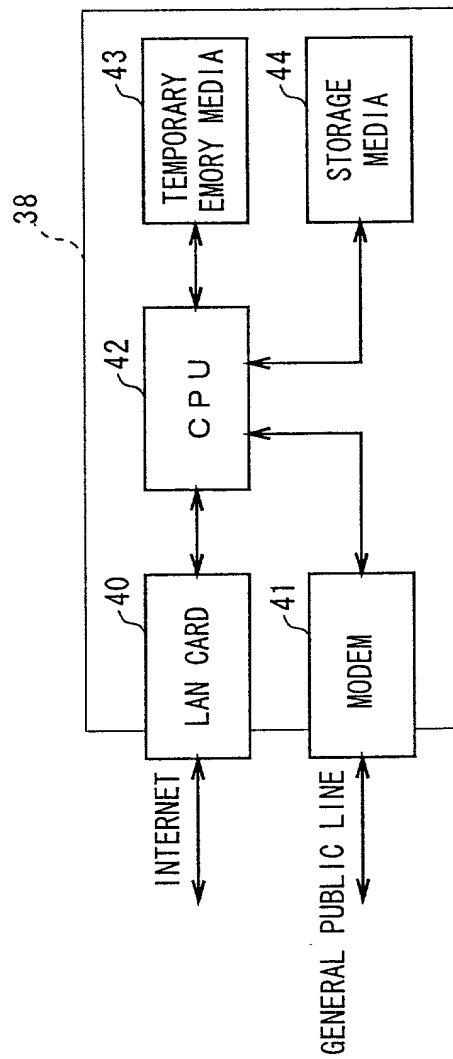


FIG. 7

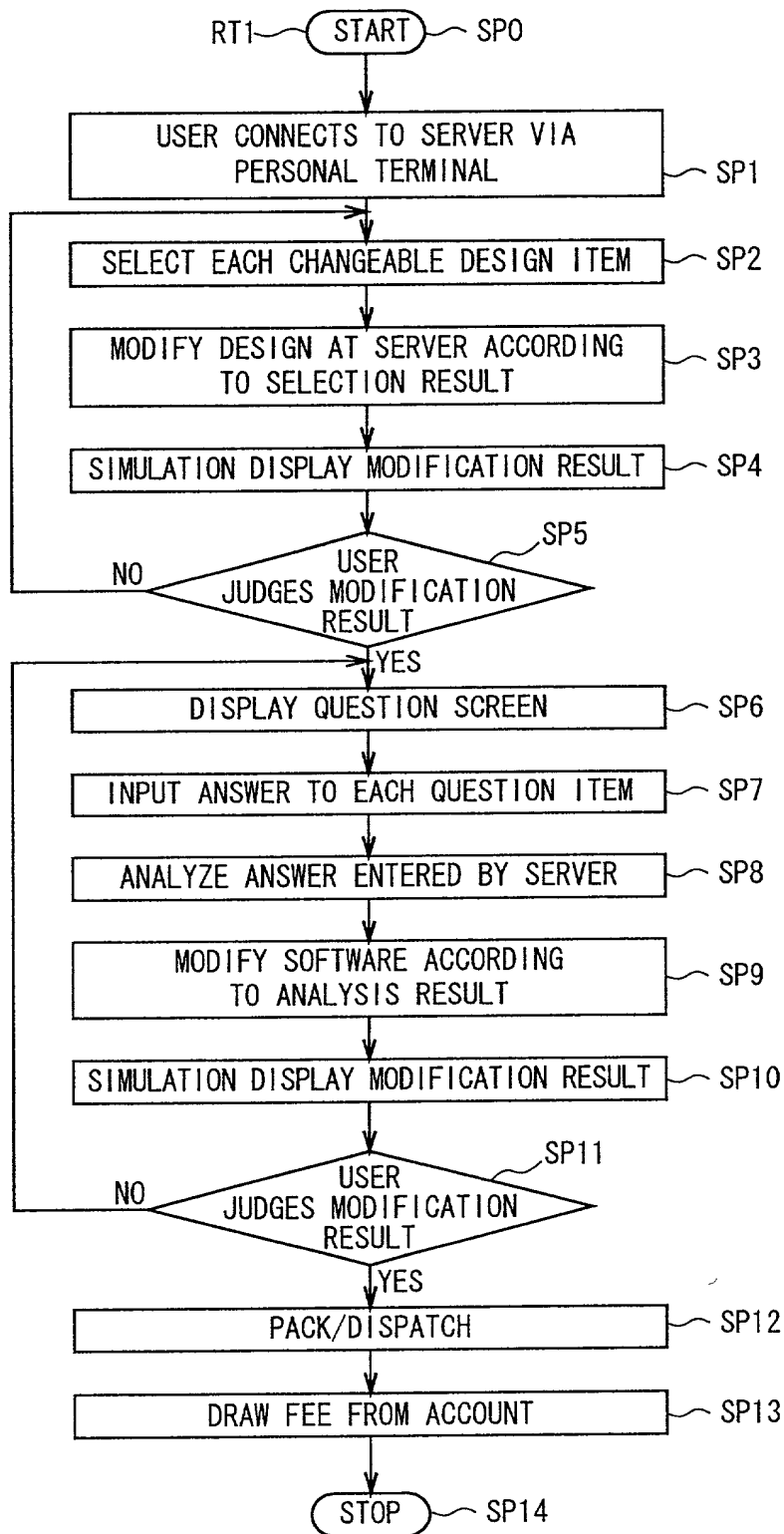


FIG. 8

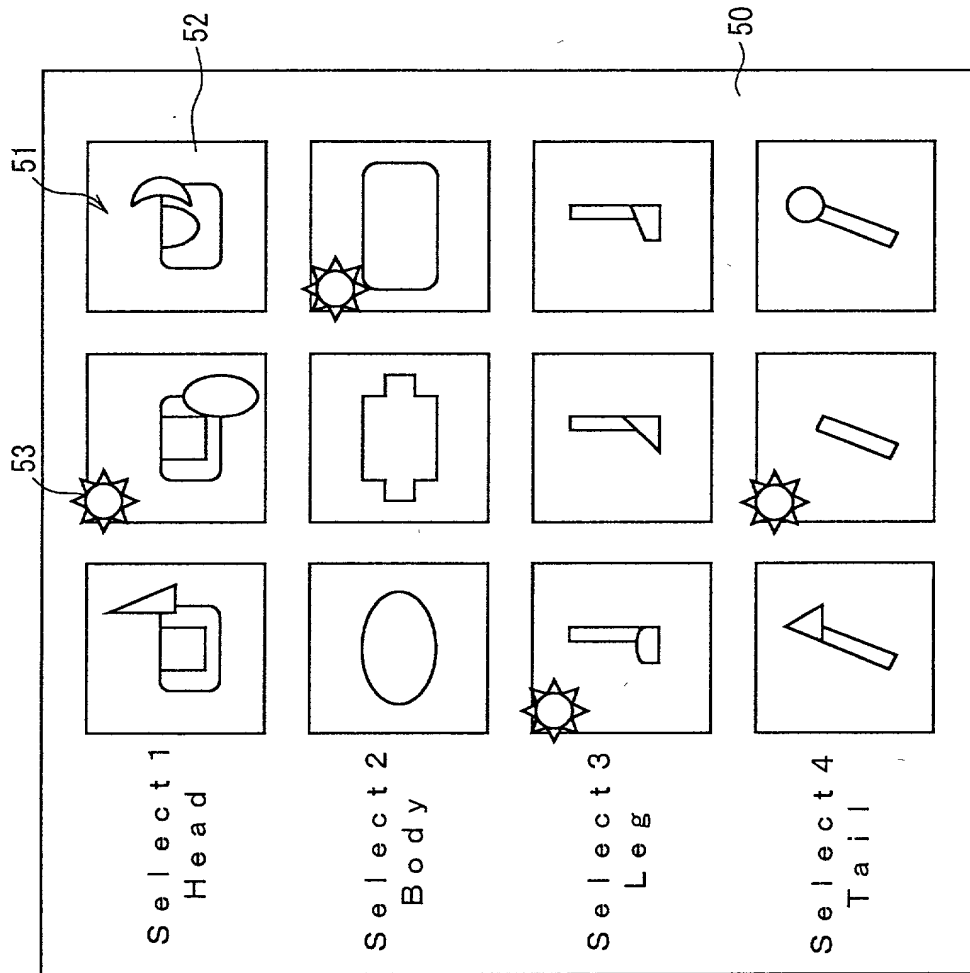


FIG. 9

CHANGEABLE DESIGN ITEMS

- FUNCTION PARTS
 - PARTS DIVIDED PER MODULE, SUCH AS NECK, LEG, AND TAIL.
- DEVICE PARTS
 - PARTS DIVIDED PER DEVICE, SUCH AS CAMERA, SENSOR, ACTUATOR, CPU BOARD, LED.
- DRESS-UP PARTS
 - ACCESSORIES HAVING NO SPECIFIC FUNCTION, SUCH AS EAR FOR EXCHANGE, NAIL, TIPTOE AND TIP OF TAIL.
- REMOVABLE PARTS LIKE HARDWARE VIA CONNECTOR.
- ACCESSORIES HAVING NO SPECIFIC FUNCTION, SUCH AS HAT, COSTUME, SUN-GLASSES, GLOVES, ACCESSORY (PIERCED EARRING, RING) NOT THROUGHING THE CONNECTOR.
- COLOR VARIATION (RED/BLUE)
- PATTERN (SKELTON/CAMOUFLAGE PATTERN)

FIG. 10

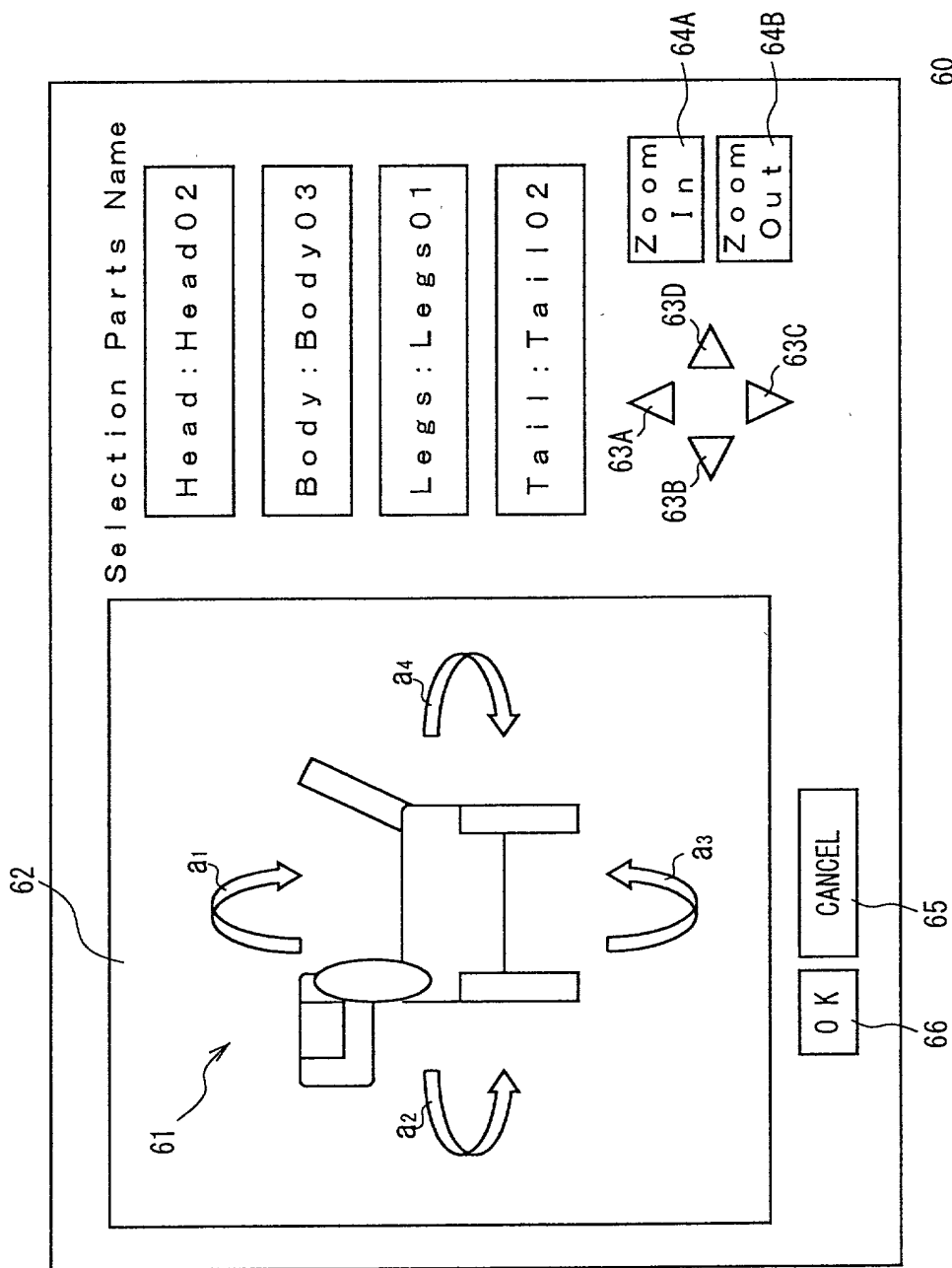


FIG. 11

(QUESTION FOR SOFTWARE)	(QUESTION FOR USER)
Q1: MOTION OF PET ROBOT 1. PISS 2. STRETCH 3. CHEERS	Q1: AGE OF USER 1. 0 - 10 2. 10 - 20 3. 30 - 40
Q2: SOUND OF PET ROBOT 1. BOW-WOW 2. YAWNING 3. LASER	Q2: OCCUPATION OF USER 1. STUDENT 2. OFFICE WORKER 3. SELF-MANAGEMENT BUSINESS OWNER
Q3: ACTION TYPE OF PET ROBOT 1. DOG-TYPE 2. CAT-TYPE 3. ROBOT-TYPE	Q3: DIMENSIONS OF USER'S ROOM 1. LESS THAN 4-JO 2. 6-JO 3. MORE THAN 10-JO
Q4: CHARACTER OF PET ROBOT 1. NAUGHTY 2. LAZY 3. GENTLE	Q4: FAMILY OF USER 1. SINGLE 2. JUST-MARRIED 3. ONE CHILD
• • • • •	Q5: LANGUAGE USER USES 1. ENGLISH 2. JAPANESE 3. FRENCH
	Q6: USER'S FAVORITE TIME ZONE 1. MORNING TYPE (AM6:00 - PM9:00) 2. DAY TYPE (AM8:30 - PM12:00) 3. NIGHT TYPE (AM11:00 - PM3:00)

(A)

(B)

FIG. 12

CHANGEABLE INTERNAL CONDITION ITEMS

- EMOTION TENDENCY (EASY TO GET ANGRY/CHEERFUL/PESSIMISTIC)
- INSTINCT TENDENCY (DIFFICULT TO BE TAMED/FULL OF CURIOSITY/
LAZY/EASY TO GET STARVED)
- CHARACTER (CHEERFUL/GLOOMY/NAUGHTY/CONSERVATIVE)
- HOROSCOPE (BULL/VIRGIN/BALANCE)
- ZODIAC SIGNS (DOG/DRAGON/SHEEP)

CHANGEABLE ACTION CONFIGURATION ITEMS

- ACTION DATA
- MOTION DATA
- SOUND DATA
- LIGHT EMITTING DATA

FIG. 13

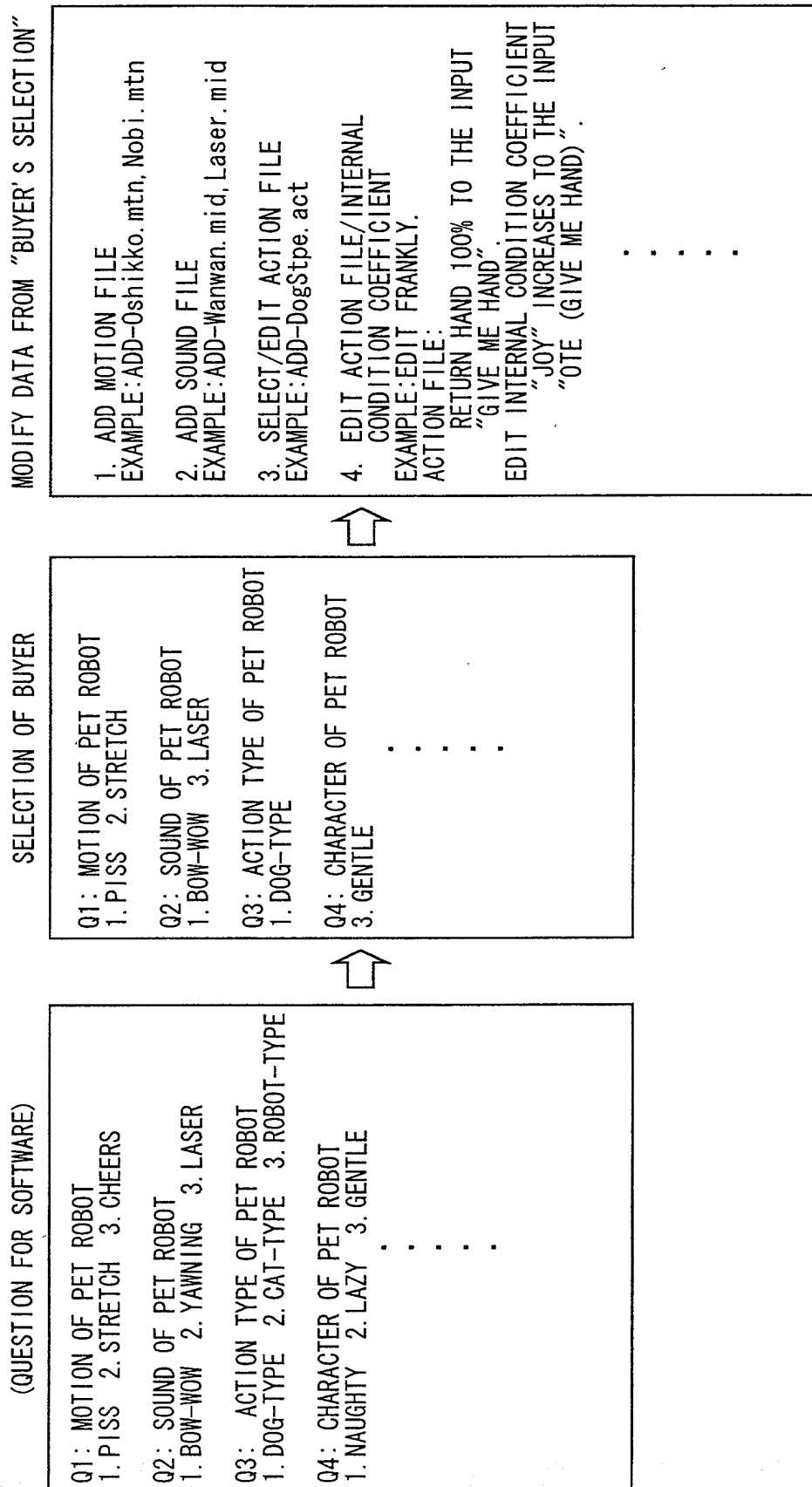


FIG. 14

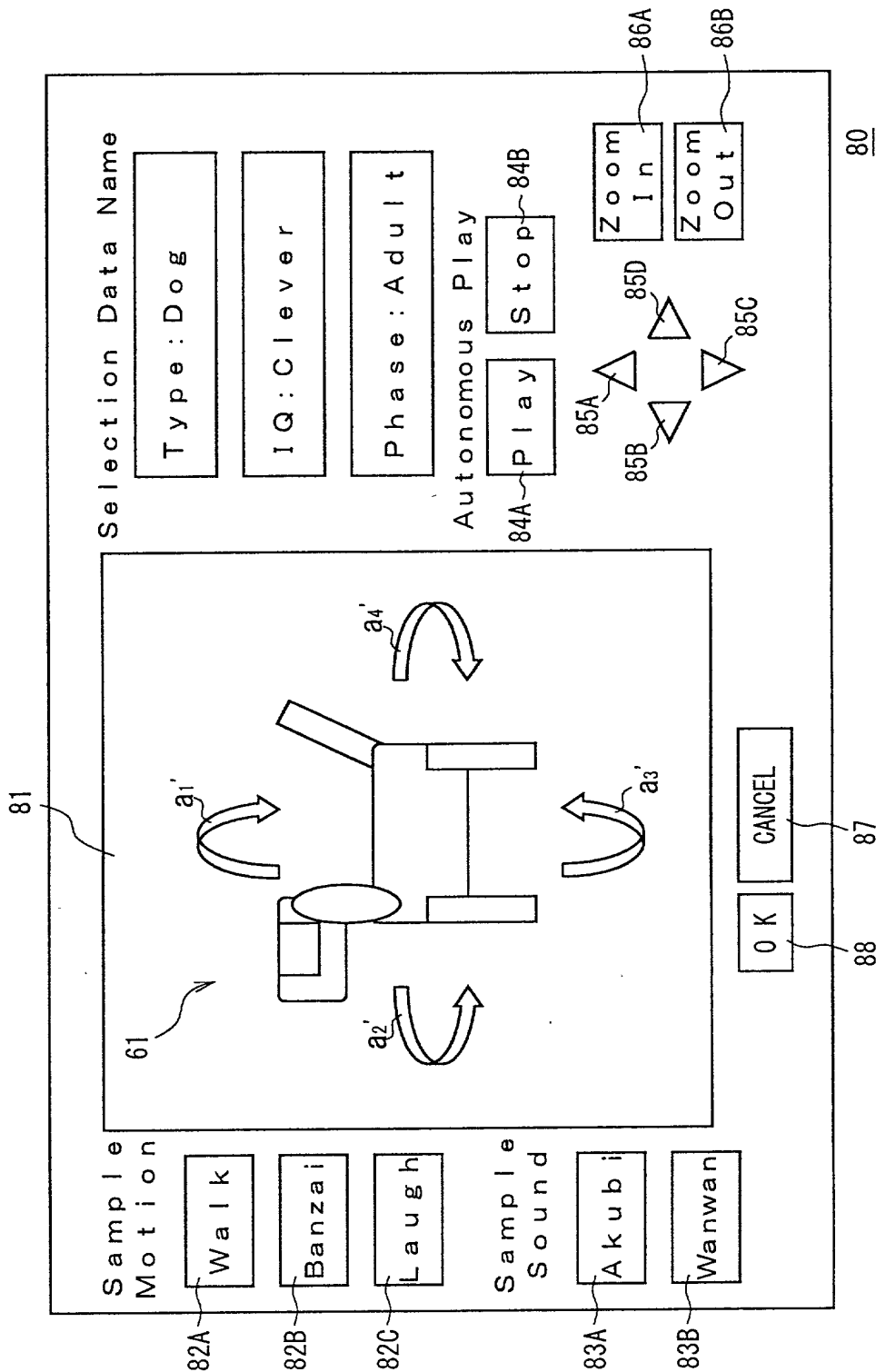


FIG. 15

T02280" 2044T650

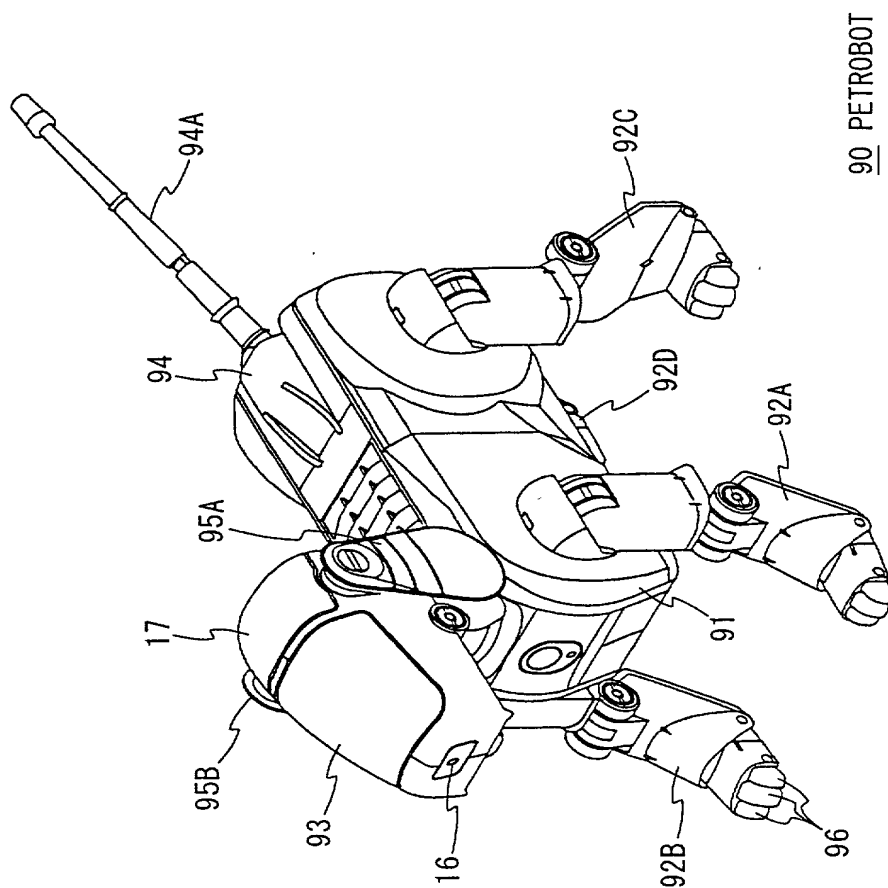


FIG. 16

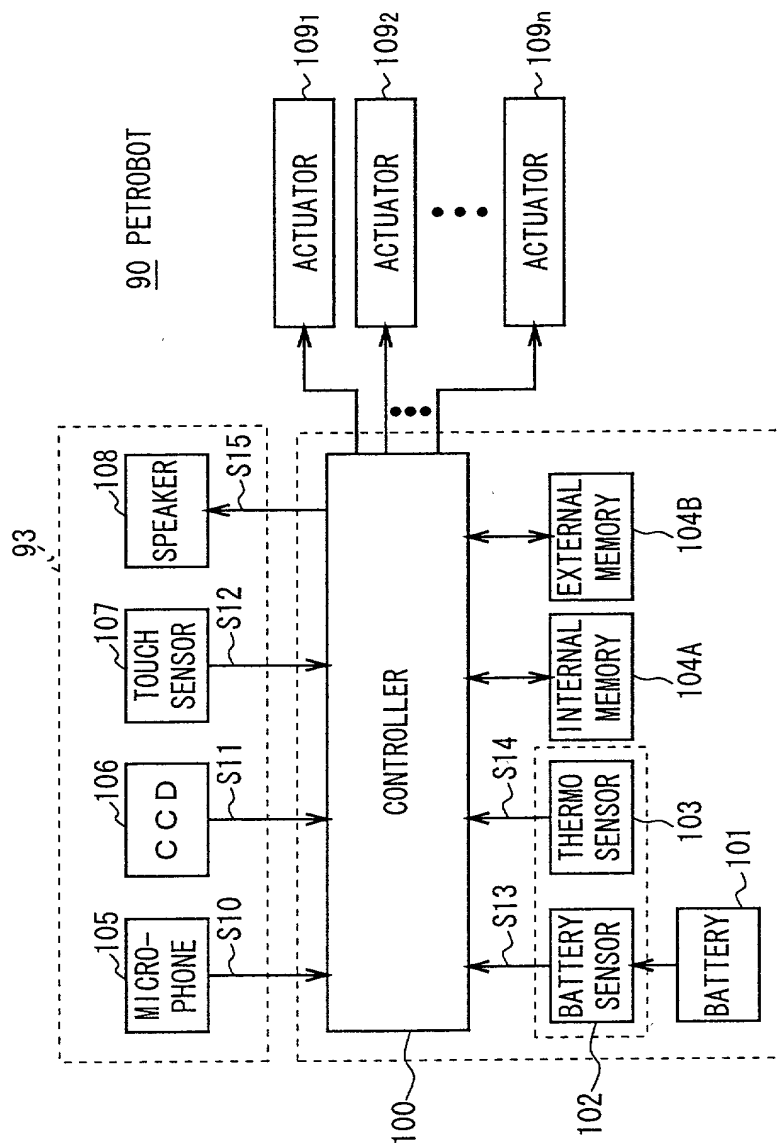


FIG. 17

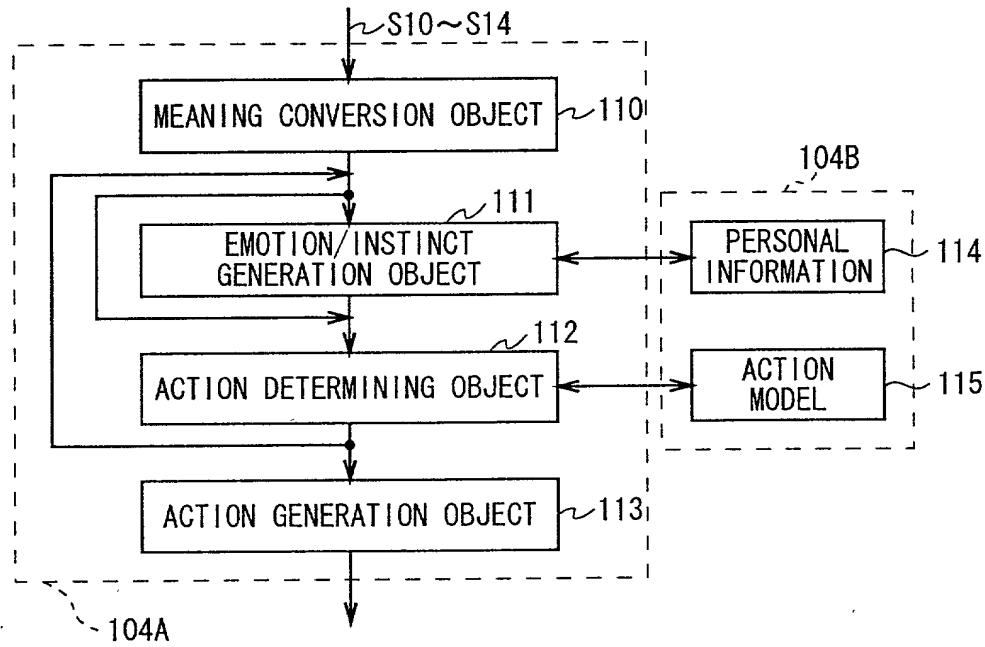


FIG. 18

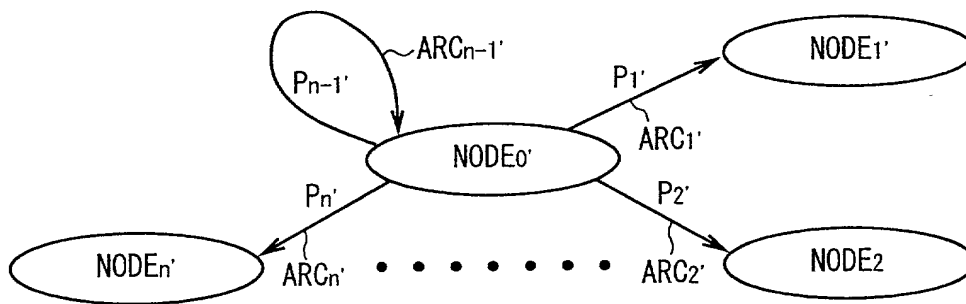


FIG. 19

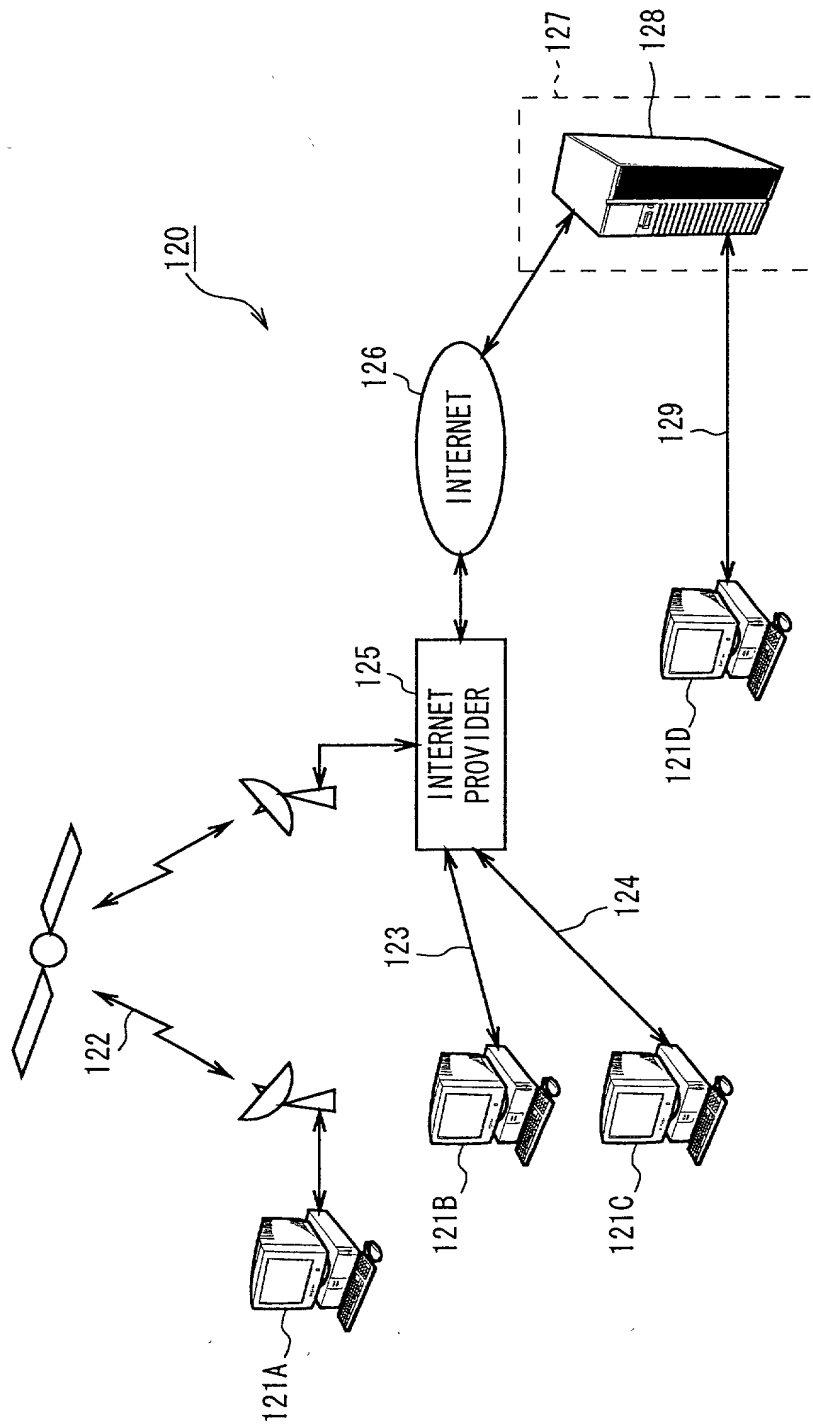


FIG. 20

FIG. 21

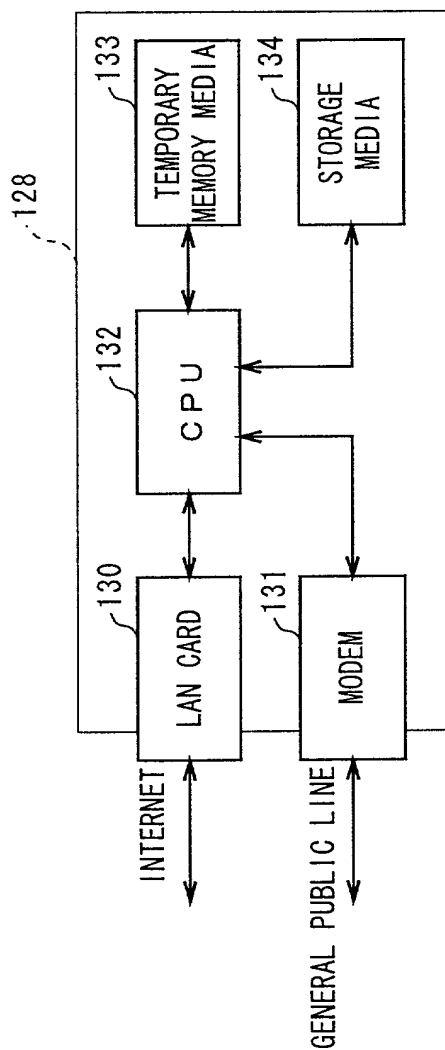


FIG. 21

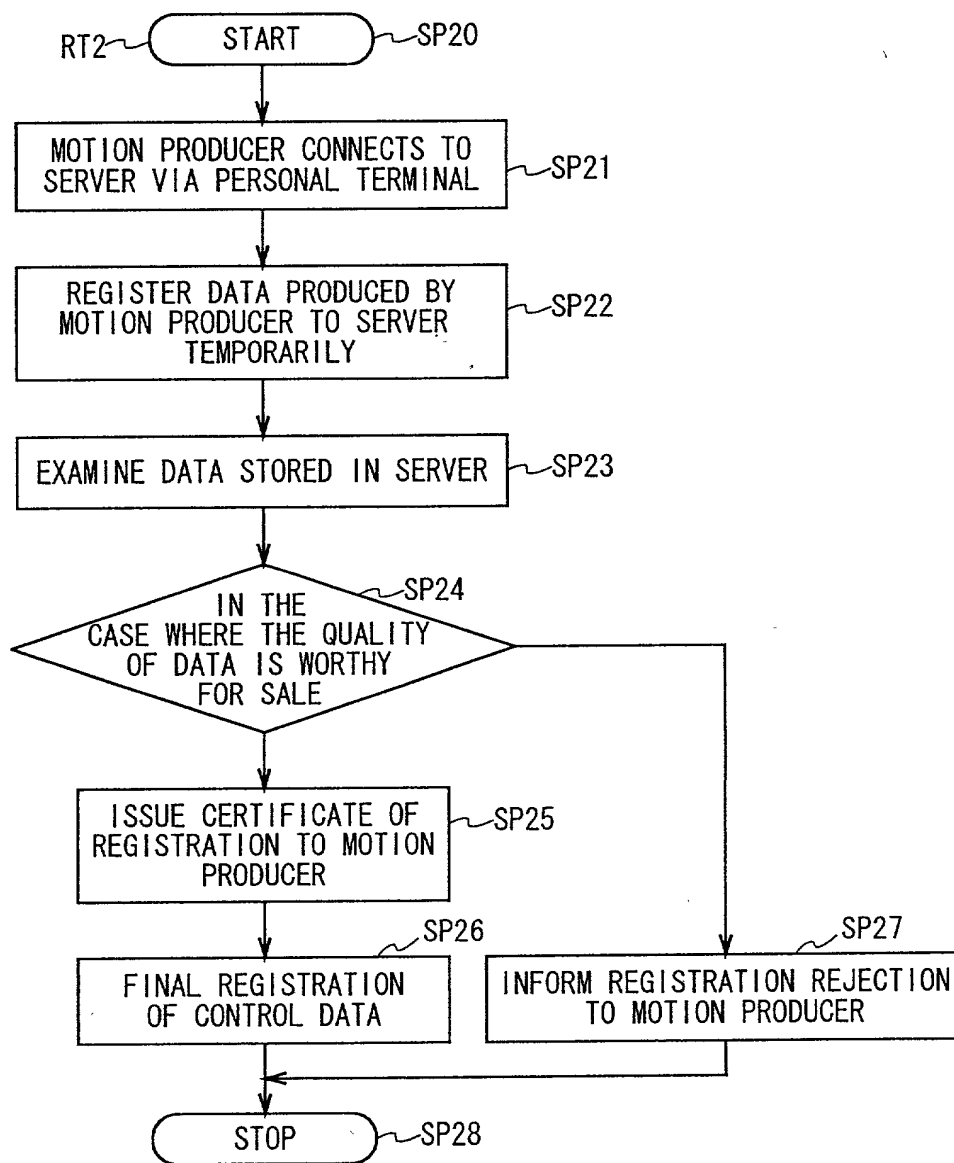


FIG. 22

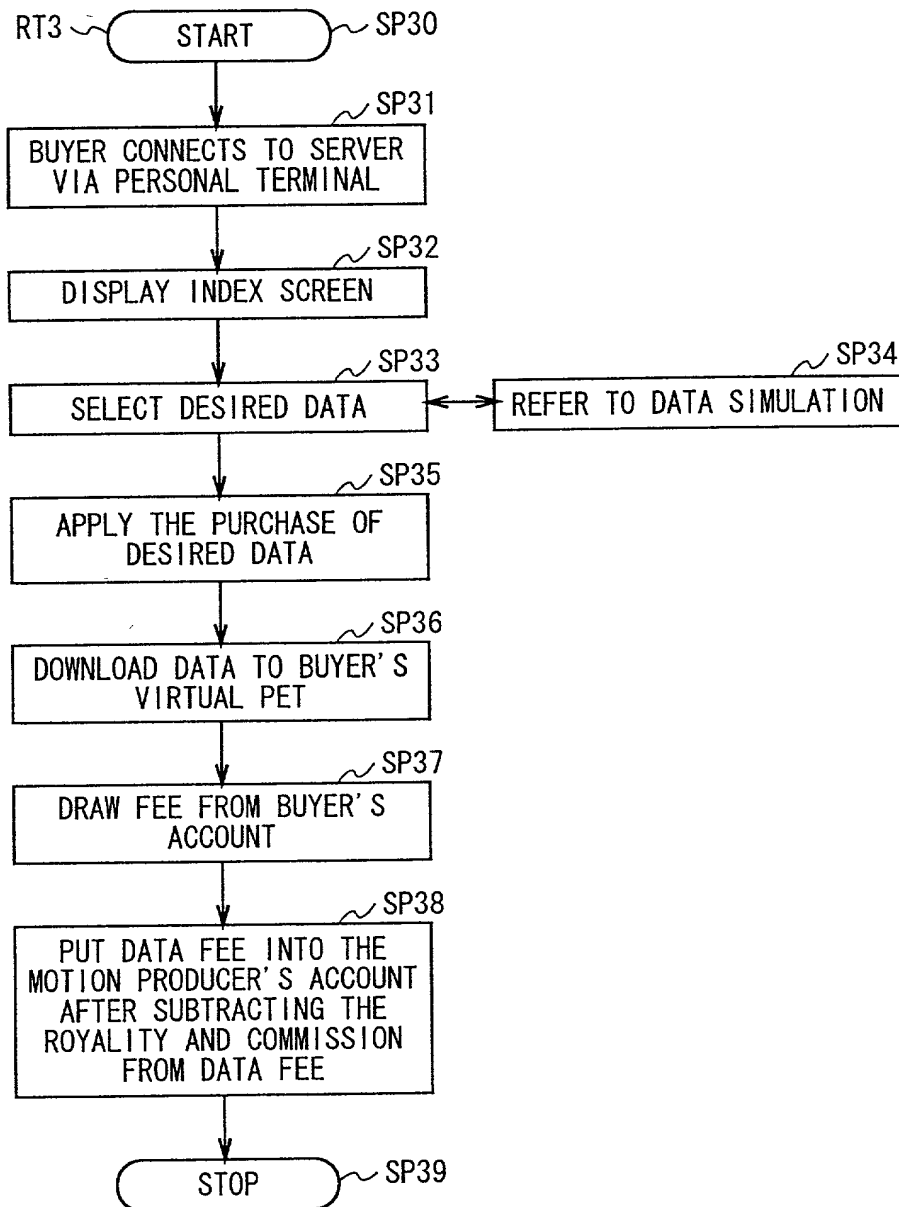


FIG. 23

SELECT MOTION FILE				X
MOTION	KEY WORD	START/END	REMARKS	Δ
P1P1	Performance	Sitting	Performance mode / Style1 / PERFORMA...	
P1P2	Performance	Sitting	Performance mode / Style1 / PERFORMA...	
P1P3	Performance	Sleeping	Performance mode / Style1 / PERFORMA...	
P1P4	Performance	Standing	Performance mode / Style1 / PERFORMA...	
P1P5	Performance	Standing	Performance mode / Style1 / INTERACTIO...	
P1I1	Interaction	Standing	Performance mode / Style1 / INTERACTIO...	
P1I2	Interaction	Standing	Performance mode / Style1 / INTERACTIO...	
P1I3	Interaction	Standing	Performance mode / Style1 / INTERACTIO...	
P1I4	Interaction	Sleeping	Performance mode / Style1 / INTERACTIO...	
P1I5	Interaction	Sleeping	Performance mode / Style1 / INTERACTIO...	
P1I6	Interaction	Sitting	Performance mode / Style1 / INTERACTIO...	
P1I7	Interaction	Sitting	Performance mode / Style1 / INTERACTIO...	
P1I8	Interaction	Sitting	Performance mode / Style1 / INTERACTIO...	
P1I9	Interaction	Sleeping	Performance mode / Style1 / PERFORMA...	
P2P1	Performance	Sitting	Performance mode / Style1 / PERFORMA...	▽
◀				Δ

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FIG. 24

TO 2280" 2044T 660

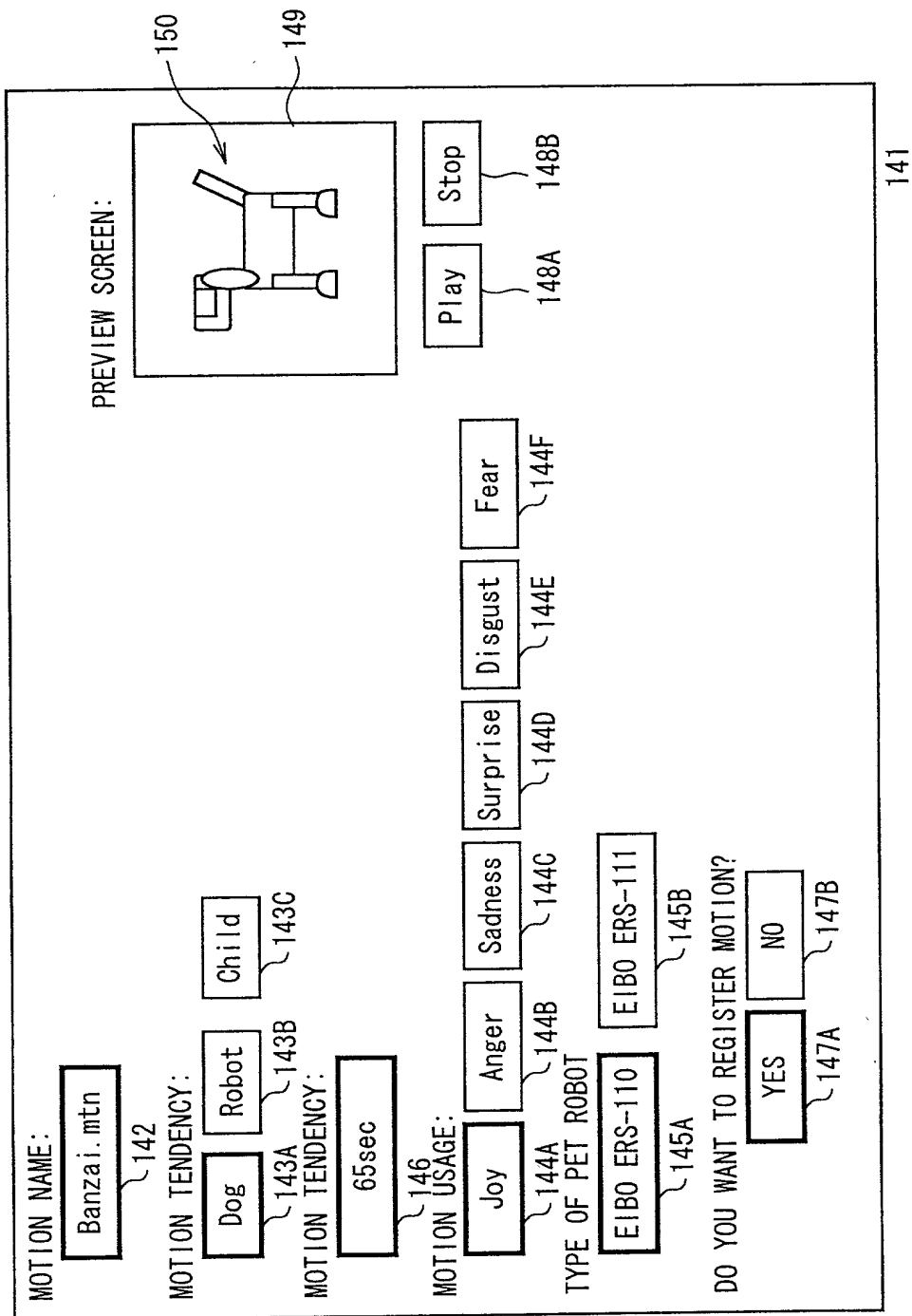
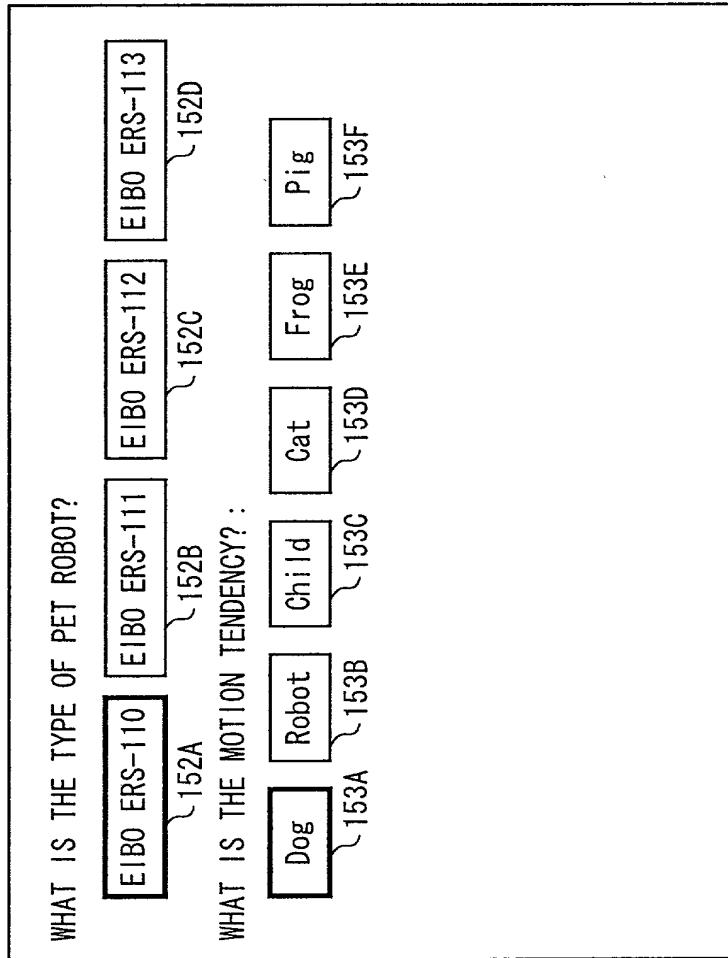
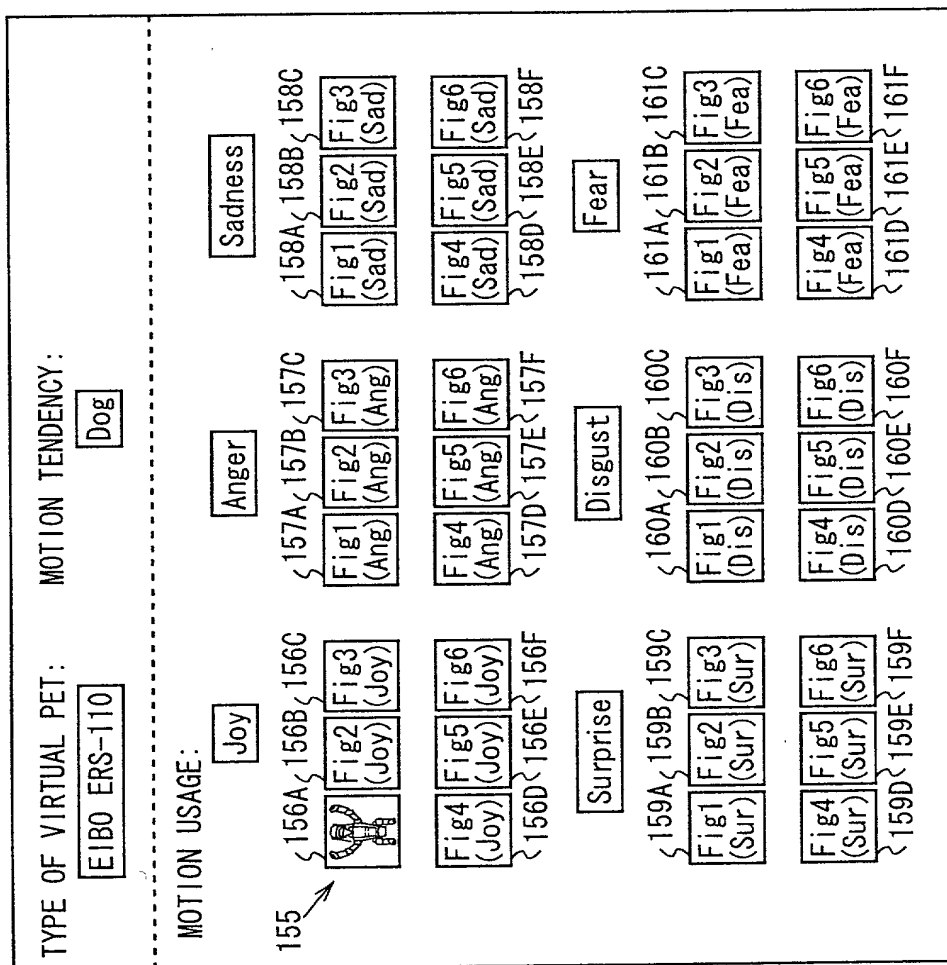


FIG. 25



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FIG. 26



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FIG. 27

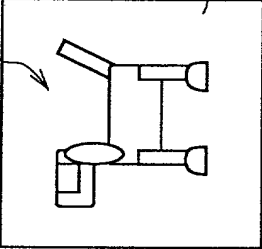
TYPE OF PET ROBOT:		MOTION TENDENCY:		MOTION USAGE:	
EIBO ERS-110 163		Dog 164		Joy 165	

MOTION NAME:	
Banzai.mtn 166	
MOTION TIME:	
65. sec 167	
MOTION PRODUCER:	
H. Noma 168	
MOTION PRICE:	
¥350 169	

DO YOU WANT TO PURCHASE MOTION?

YES 173A	NO 173B
----------	---------

PREVIEW SCREEN: 171



Play 172C Stop 172B

162

FIG. 28

EXPLANATION OF REFERENCE NUMERALS

1, 90... .. pet robot, 10, 100... .. controller, 10A... .. memory, 30... .. pet robot sales system, 31A to 31D, 121A to 121D... .. personal terminal, 37, 127... .. sales agency, 38, 128... .. server, 42, 132... .. CPU, 50... .. design selection screen, 60, 80... .. simulation screen, 70... .. question screen, 104A... .. external memory, 115... .. action model, 120... .. data sales system, 141... .. data registration screen, 150, 171... .. three-dimensional image picture, 151... .. classification specification screen, 154... .. index screen, 162... .. motion confirming screen, RT1... .. pet robot purchasing procedure, RT2... .. data registration procedure, RT3... .. control data purchasing procedure.